THE ETERNAL CHAMPIONS BREAK LOOSE - INSIDE!

No. 20 March 4th 1994

Britain's OFFICIAL SEGA COMIC

£1.10 Every Fortnight

Sonic the comic

Starring SONIC THE HEDGEHOG

WIN SUPER SONIC VIDEOS!

SHINOBI

ON THE EDGE - CAN HE HACK IT?

EP STC3 Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey Boomers!

Next issue STC is 21 issues old - more than a good reason to celebrate. So we're going to give you some presents (you heard right).

In two weeks time get ready to receive a free **Sonic Super Spinner!** This awesome mini-frisbee spins faster than the Cool Blue One himself! In STC 23 for the **STC Tattoo Set!** Mark yourself as a major Sonic fan with these exclusive temporary tattoos - guaranteed to come off, leaving you remarkably unblemished.

What do you mean it's not enough?

Right then, in this issue we have 24 sets of the the **Adventures of Sonic The Hedgehog** videos for you to get your grasping mitts on. Each set features two cassettes of episodes from the Sonic animated TV show (now also appearing on Channel 4's 'The Big Breakfast' show).

You want more?

Okay, how about news of the next **Sonic The Poster Mag**? Due out next week STPM no. 3 stars, you guessed it, Sonic in not only a brand-new poster but also a brand-new 8-page comic strip. Stake out your local newsie now and try not to be crushed in the stampede to buy it!

Could you possibly want anything else? No, I thought not.

Megadroid

HUMAN ERROR: STC 17

Apologies to everyone who had trouble finding copies of STC no.17 last month. Distribution problems caused that particular issue to go on sale a few days later than normal.

Thanks to all those Boomers - or their 'minders' - that called the STC offices to find out where STC 17 was. It was good to hear than each new issue of Britian's Only Official Sega Comic is such an eagerly-awaited event.

Hopefully you all managed to get hold of issue 17 eventually. If you didn't keep an eye open for the new STC Back Issue Service, starting soon!

"Why Haven't You Printed My Letter?"

HOW TO SEE YOUR NAME IN STC

Hundreds of letters and drawings arrive in the STC office every week. Only a select few get chosen to appear in Speedlines. Why?

Well, space is the main problem - we just don't have room to print all your missives in each issue. However, there is another factor behind what gets chosen - quality. The sad fact is a small number of letters and drawings just aren't good enough to appear in STC.

How do you make sure your work gets a better chance of getting selected? Follow these simple guidelines for a chance at fame, fortune and your name in STC!

LETTERS

1. Keep your letters short and to the point.
2. Write neatly and clearly.
3. Include your name and full address (if you don't we can't send you a prize!).

DRAWINGS

1. Draw in ink on white paper.
2. Avoid using pencil or crayon - our printers have a problem photographing them.
3. Write your name and address clearly on the back of each picture you send.
4. Be original! Don't just copy pictures out of the comic - try to come up with your own ideas. Original drawings get noticed!

GENERAL

1. We cannot return drawings and photographs unless your send a stamped, self-addressed envelope.
2. Write your name and address on the back of your photographs - they sometimes get separated from your letters.
3. Don't challenge us not to print your letter - because we probably won't!

- **Editor:** Richard Burton
- **Asst. Editor:** Deborah Tate
- **Designer:** Clare Gillmore
- **Cover Art:** Jon Howard
- **Managing Editor:** Steve MacManus
- **Publisher:** Chris Power

Published every other Saturday by Fleetway Editions Ltd, Spenser House, 25/31 Tavistock Place, London WC1H 9SU. Tel 071 261 6400. Sonic The Comic must not be sold for more than the selling price shown on the cover. Printed in Great Britain by Sweetart Ltd, Peterborough. Covers printed by Spectrumade Ballantyne Printers Ltd, Colchester. Origination by David Bruce Graphics Ltd, London.

Copyright © Fleetway Editions Ltd, 1994. Copyright © Sega Enterprises Limited. Licensed by Copyright Promotions Limited. Reproduction without permission strictly prohibited. Circulation/Trade enquiries: Group Magazine Marketing, Tavistock Road, West Drayton, Middx. UB7 7QZ. Tel 0895 444555. Advertising enquiries: Sue Gilmartin. Tel 071 261 6510. 0208 0969 3041.

The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up | down | non mover | new entry | re-entry

MEGA DRIVE

1. ALADDIN
2. SENSIBLE SOCCER
3. STREETFIGHTER 2 CHAMP ED.
4. SONIC SPINBALL
5. MORTAL KOMBAT
6. SONIC THE HEDGEHOG 2
7. ROBOCOP V TERMINATOR
8. F1
9. PGA TOUR GOLF 2
10. MICRO MACHINES

MEGA CD

1. THUNDERHAWK
2. SONIC CD
3. NIGHT TRAP
4. SILPHEED
5. LETHAL ENFORCERS
6. ECCO THE DOLPHIN
7. SEWER SHARK
8. FINAL FIGHT
9. HOOK
10. BATMAN RETURNS

MASTER SYSTEM

1. SONIC CHAOS
2. JUNGLE BOOK
3. MORTAL KOMBAT
4. OLYMPIC GOLD
5. JURASSIC PARK
6. MICKEY MOUSE
7. WINTER OLYMPICS
8. PRINCE OF PERSIA
9. THE FLINTSTONES
10. GOLDEN AXE

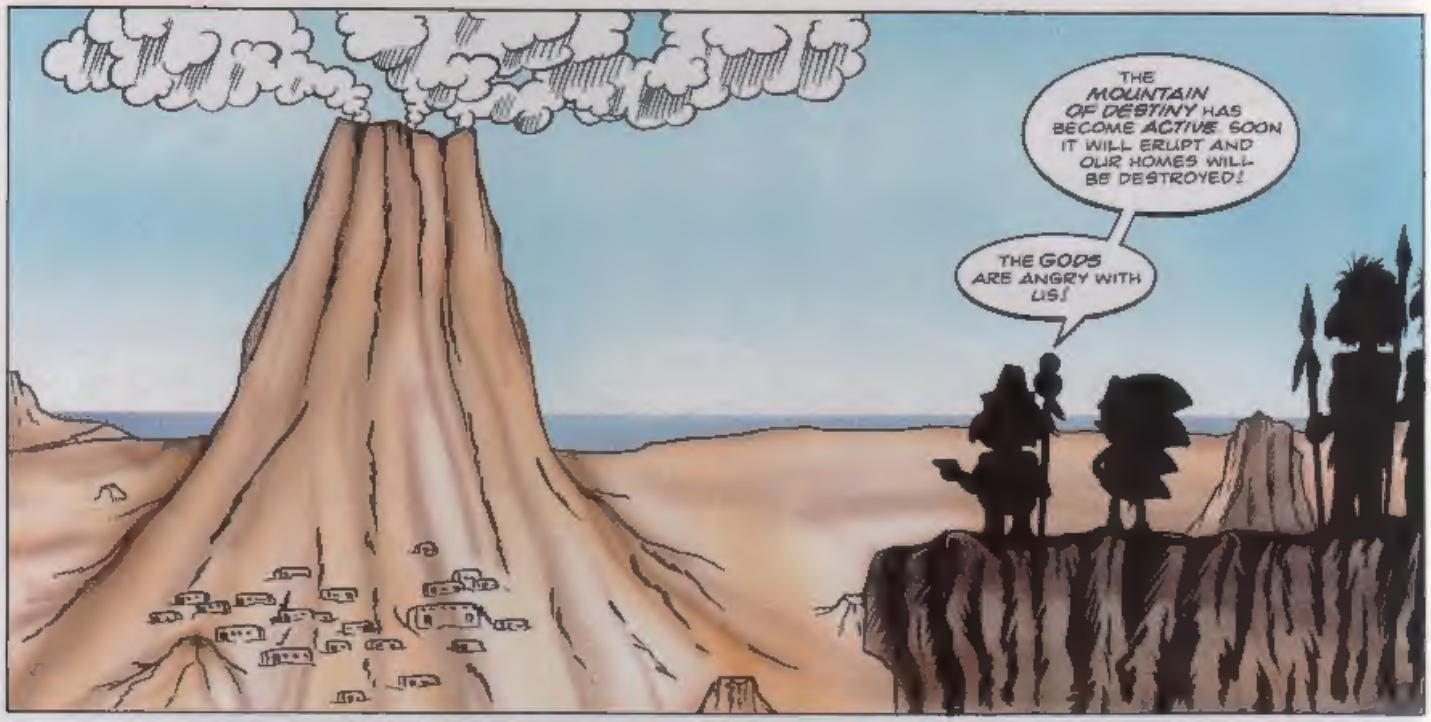
GAME GEAR

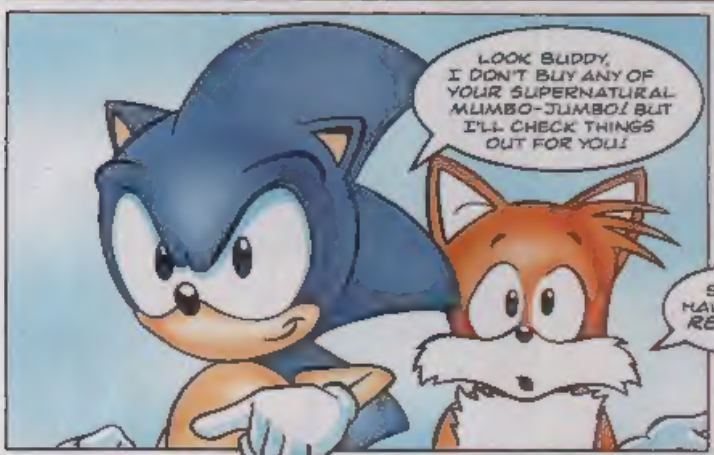
1. SONIC CHAOS
2. JUNGLE BOOK
3. ECCO THE DOLPHIN
4. SONIC THE HEDGEHOG 2
5. PGA TOUR GOLF
6. COOL SPOT
7. WINTER OLYMPICS
8. BATMAN RETURNS
9. SHINOBI 2
10. CHUCK ROCK

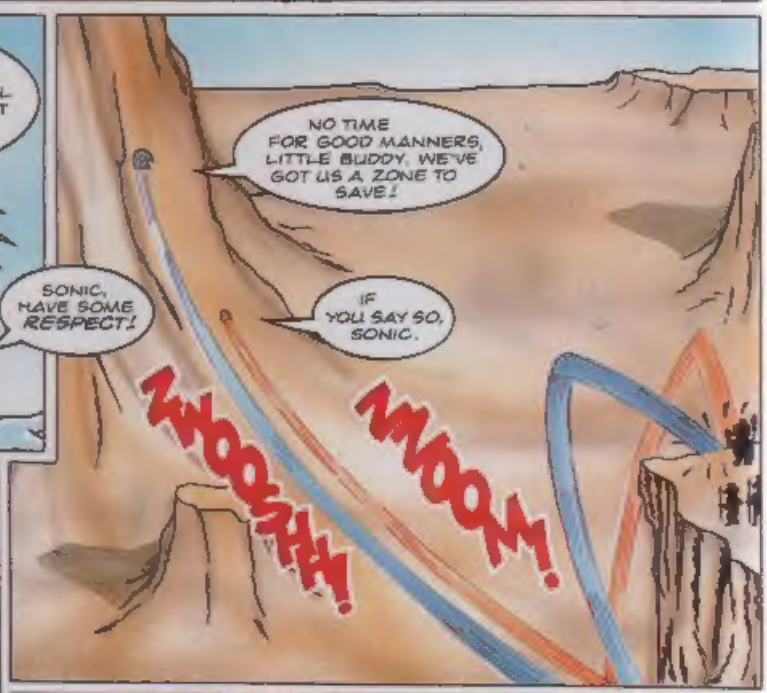
ELSPA CHARTS COMPILED BY GALLUP

SONIC AND TAILS ANSWER A CALL FOR HELP FROM THE PEOPLE OF THE HILL TOP ZONE.
Sonic
THE HEDGEHOG
HILL TOP TERROR
SONIC
LOOK AT THAT VOLCANO, SONIC.
NO KIDDING! YOU MEAN THE MOUNTAIN WITH ALL THE SMOKE COMING OUT OF IT? BRILLIANT OBSERVATION!
SONIC! LOOK OUT!
TURTLOIDS!
LOOKS LIKE WE'RE EXPECTED!
BE CAREFUL, SONIC!
YOU'RE TALKING TO THE WRONG HEDGEHOG, PIXEL BRAIN! IT'S THESE CREEPS WHO SHOULD WORRY!

THAT'S THE LAST ONE. LET'S HEAR IT FOR THE COOL BLUE HEDGEHOG!
OH-OH. NO MATTER HOW COOL I AM, I STILL HAVEN'T LEARNED HOW TO FLY...
...LET'S HOPE TAILS IS ON THE CASE!
SONIC
GOTTA ADMIT IT, PAL. OCCASIONALLY YOU DO HAVE YOUR USES!
GEE, THANKS, SONIC!
LOOK SONIC, CHIEF KORDON HIMSELF IS HERE TO MEET US. THIS IS A GREAT HONOUR.
HE PROBABLY JUST WANTS MY AUTOGRAPH.
GREETINGS SONIC THE HEDGEHOG, AND MANY THANKS FOR ANSWERING OUR CALL FOR HELP SO PROMPTLY.
HEY, NO HASSLE, POPS! WHAT'S THE PROBLEM?

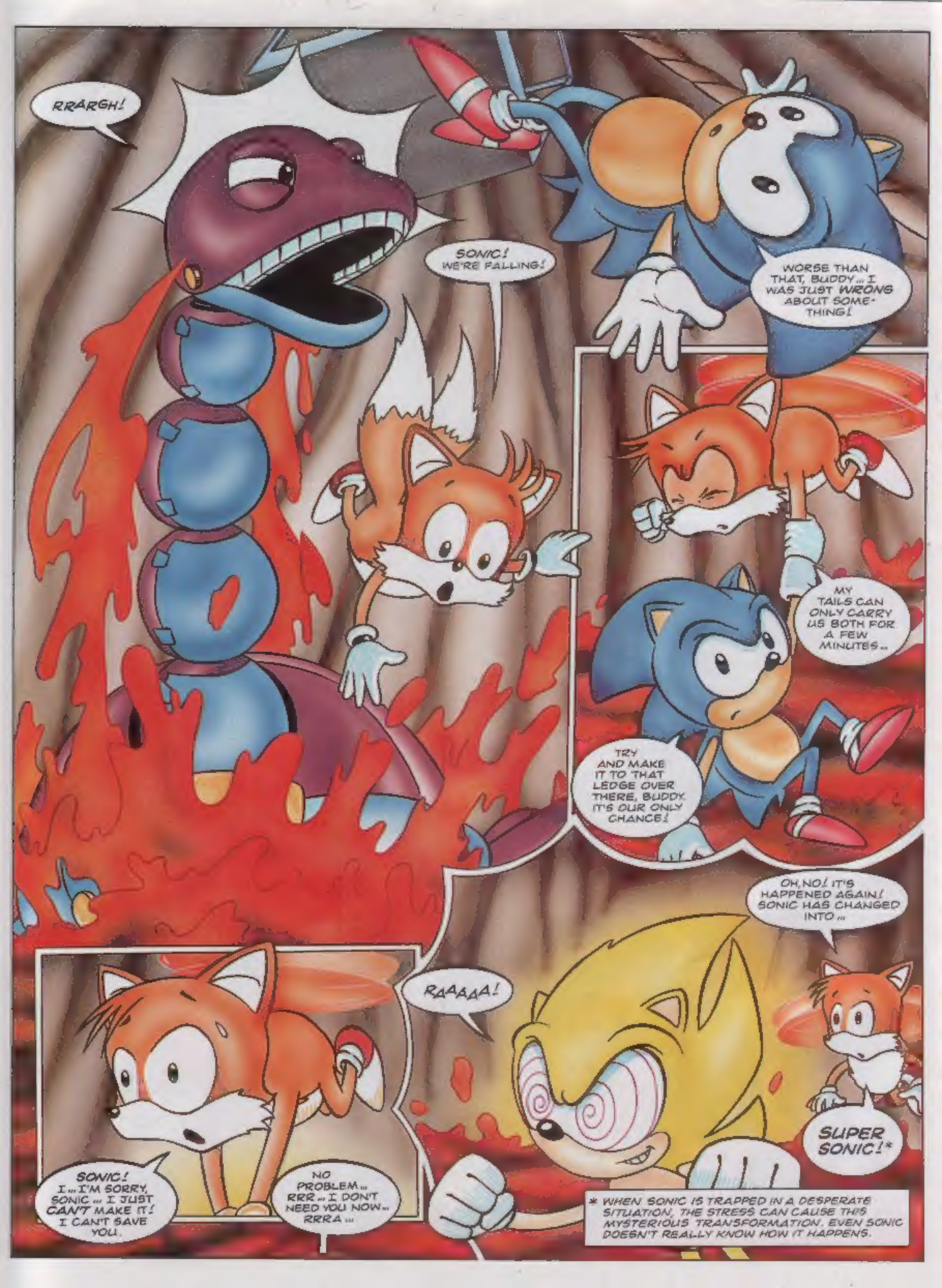

THE MOUNTAIN OF DESTINY HAS BECOME ACTIVE SOON IT WILL ERUPT AND OUR HOMES WILL BE DESTROYED!
THE GODS ARE ANGRY WITH US!

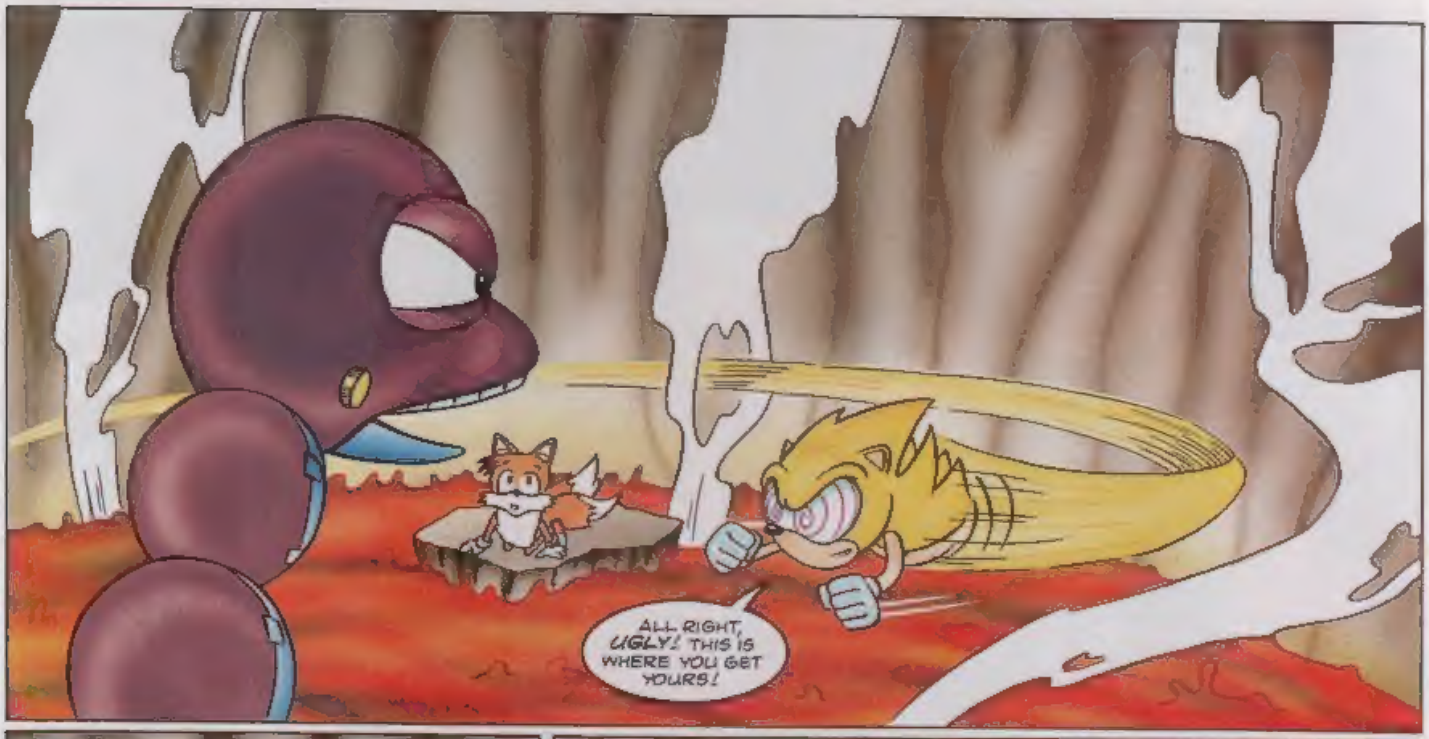

LOOK BUDDY, I DON'T BUY ANY OF YOUR SUPERNATURAL MUMBO-JUMBO! BUT I'LL CHECK THINGS OUT FOR YOU!
SONIC, HAVE SOME RESPECT!


NO TIME FOR GOOD MANNERS, LITTLE BUDDY. WE'VE GOT US A ZONE TO SAVE!
IF YOU SAY SO, SONIC.
WOOSHH!
WOOSH!

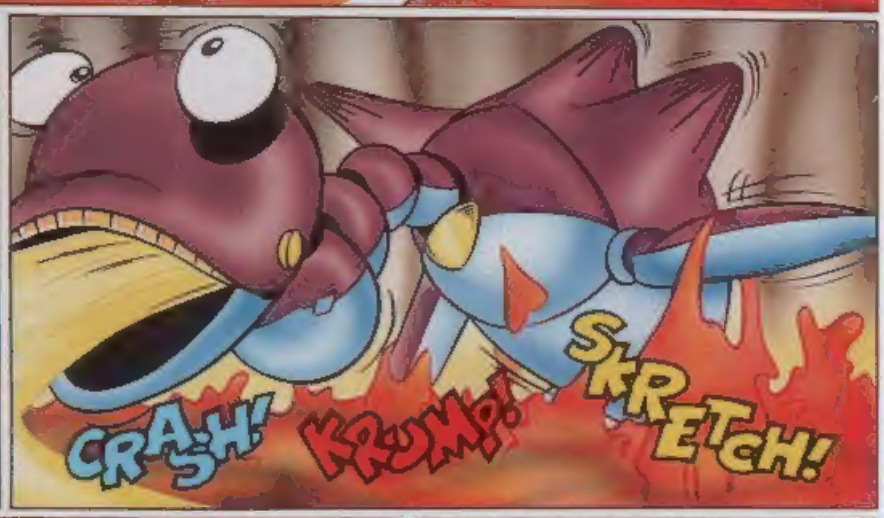
SOON AT THE VOLCANO'S RIM...
YOU'RE NOT GOING DOWN THERE, ARE YOU SONIC?
GOT ANY BETTER IDEAS, KID?

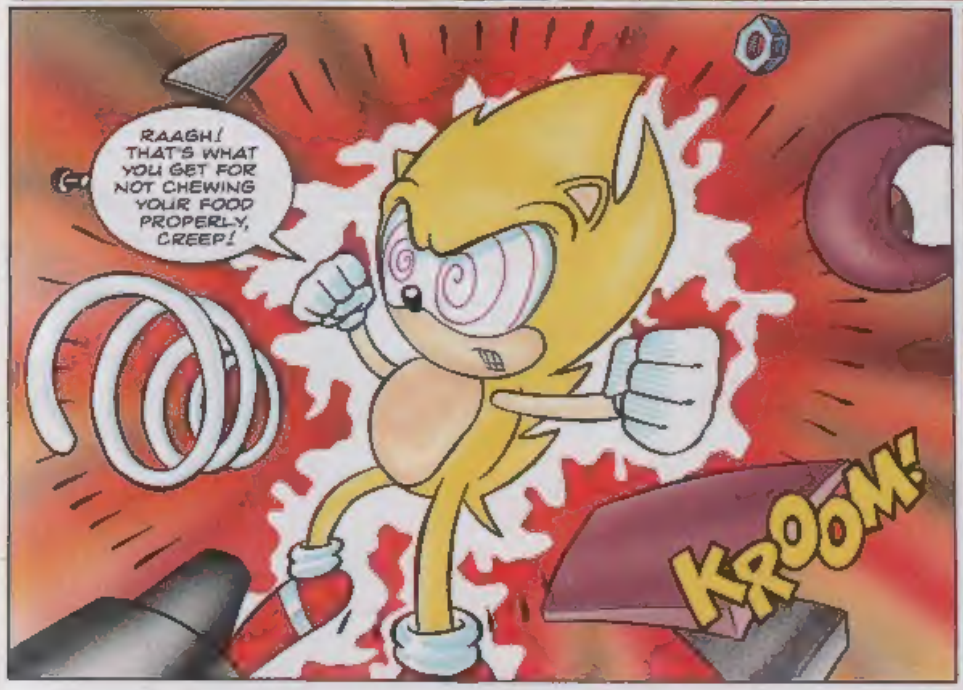
I COULD HAVE SWORN I SAW SOMETHING MOVE DOWN HERE...
ARE YOU SERIOUS? THAT'S MOLTEN LAVA!

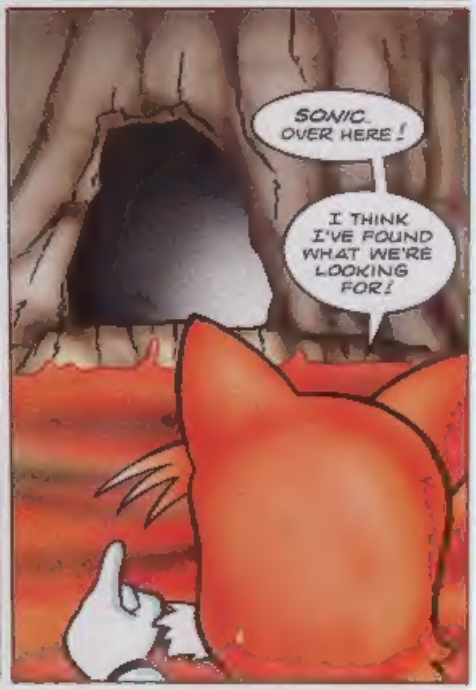

RRARGH!
SONIC! WE'RE FALLING!
WORSE THAN THAT, BUDDY... I WAS JUST WRONG ABOUT SOMETHING!
MY TAILS CAN ONLY CARRY US BOTH FOR A FEW MINUTES...
TRY AND MAKE IT TO THAT LEDGE OVER THERE, BUDDY. IT'S OUR ONLY CHANCE!
OH, NO! IT'S HAPPENED AGAIN! SONIC HAS CHANGED INTO...
RAAAAA!
SUPER SONIC!*
SONIC! I... I'M SORRY, SONIC... I JUST CAN'T MAKE IT! I CAN'T SAVE YOU.
NO PROBLEM... RRR... I DON'T NEED YOU NOW... RRRA...
* WHEN SONIC IS TRAPPED IN A DESPERATE SITUATION, THE STRESS CAN CAUSE THIS MYSTERIOUS TRANSFORMATION. EVEN SONIC DOESN'T REALLY KNOW HOW IT HAPPENS.


ALL RIGHT, UGLY! THIS IS WHERE YOU GET YOURS!

GLUB!


CRASH!
KRUMP!
SKRETCH!

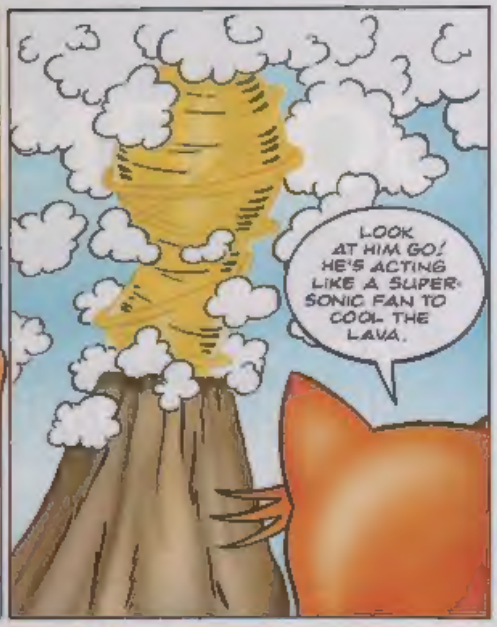

RAAGH! THAT'S WHAT YOU GET FOR NOT CHEWING YOUR FOOD PROPERLY, CREEP!
KROOM!

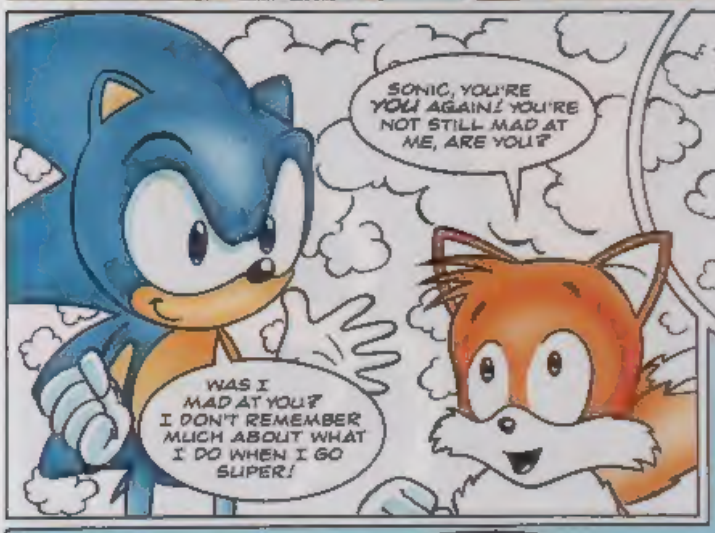

SONIC. OVER HERE!
I THINK I'VE FOUND WHAT WE'RE LOOKING FOR!

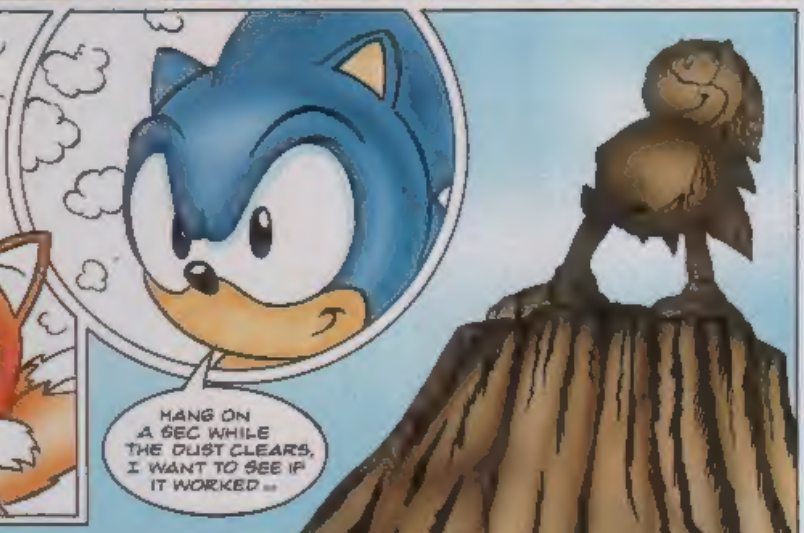
GREETINGS, SONIC! YES, YOU'VE WALKED STRAIGHT INTO ANOTHER OF MY BRILLIANT TRAPS!
IT'S DOCTOR ROBOTNIK, WHAT ARE WE GOING TO DO?
YOU CAN DO WHAT YOU LIKE, YOU LITTLE WHINER! I'M GOING TO DESTROY EVERYTHING, DESTROY, DESTROY!
SEISMATRON
TOO LATE, SPIKEBALL! NOTHING CAN STOP MY SEISMATRON NOW! IN JUST THREE SECONDS THE VOLCANO ERUPTS!
AND BY THE WAY, I PREFERRED YOU IN THE BLUE.
THREE SECONDS? I'M OUTTA HERE!
LET GO OF MY LEG, KID!
NOT A CHANCE!
AS SOON AS I'M SAFE I'LL TAKE CARE OF YOU, YOU LITTLE CREEP!
SONIC, DON'T YOU REMEMBER ME? BOY I HATE IT WHEN YOU BECOME SUPER SONIC!
KRAK-A-BOOM!
THERE IS NO HOPE FOR US, SONIC HAS FAILED!

SAY YOUR PRAYERS!
SONIC, YOU'VE GOT TO STOP THE VOLCANO SOMEHOW!
LET THE HILL TOP PEOPLE DIE. WHAT DO I CARE?

WHO SAID CAN'T? WATCH THIS!
WELL IF YOU CAN'T DO ANY-THING...


LOOK AT HIM GO! HE'S ACTING LIKE A SUPER-SONIC FAN TO COOL THE LAVA.


SONIC, YOU'RE YOU AGAIN! YOU'RE NOT STILL MAD AT ME, ARE YOU?
WAS I MAD AT YOU? I DON'T REMEMBER MUCH ABOUT WHAT I DO WHEN I GO SUPER!


HANG ON A SEC WHILE THE DUST CLEARS. I WANT TO SEE IF IT WORKED...

I DON'T BELIEVE IT! AS YOU COOLED THE LAVA YOU FORMED IT INTO A STATUE OF YOURSELF!
PRETTY GOOD, EH? NOW THESE PEOPLE HAVE REALLY GOT SOME-THING TO ADMIRE!
NEXT ISSUE: GIRL TROUBLE!

REVIEW Zone

Enter the zone that brings you reviews of all the new releases for the Sega game systems. STC Reviewers this issue: Steve May & Vincent Low.

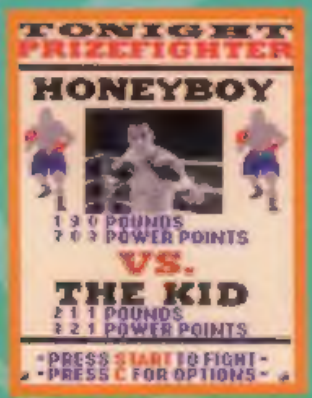
PRIZEFIGHTER

game type: SPORTS
1 PLAYER

MCD

Prepare to pump those muscles for **Prizefighter** is the latest hot title to hit the Mega CD. It enables you to take on some of the world's meanest fighters, who in turn, try their best to rearrange your features. **Prizefighter** is no more computer-style boxing game. You get the opportunity to box with real professionals.

The introduction is amazing as the controller quits the changing room to face the hordes of press and public. There are ten boxers to choose from, but you have to earn the right to choose the best seven by winning several bouts. The selection includes: Mega Joe, T Rex, or Honeybee, to compete against The Kid. You can set your power points between your left and right hands or your stamina.



As this game contains actual film footage, you really feel as if you are there as you make your entrance into the arena. The introductions are made in the glare of the ring and the whole game is filmed from the first person perspective, featuring actors and an audience.

During the fight, your opponent dances mischievously around you, although you can block, punch, or slip away from his attacks. It takes a while to time your punches just so, but when at last you have perfected your timing, there is unadulterated pleasure in watching your opponent fly backwards in slow motion and collapse in a heap on the canvas. There are also some nice touches with the referee describing the fighters as "...fiercer than a thermo-nuclear war"!

Overall, **Prizefighter** is a good start to sports games appearing on the Mega CD, and it's really is like being there. - VL

FAST FAX

PUBLISHER	PRICE
SEGA	£49.99 (2 DISCS)

GRAPHICS 90
SOUND 88
PLAYABILITY 65

RAVES: Very realistic.
GRAVES: Controls are slightly lacking.

OVERALL 75%

MD | MCD | MS | GG
Mega Drive | Mega CD | Master System | Game Gear

STC Rating System

under 40% - Yawnville
40 - 70% - Normalville
70 - 80% - Fun City
80 - 90% - Big Time City
over 90% - Mega City!

WIZ 'N' LIZ

game type: ARCADE
1-2 PLAYERS

MD

They say imitation is the greatest form of flattery. I say it sucks. It's only worth imitating something if you can deliver a lookalike that's just as much fun as the original, or at least mutate it into something else of moderate interest. Let's put it this way: **Wiz 'n' Liz** will look very familiar to readers of Sonic The Comic.

You need more? Imagine the first Sonic game - only without the Spiked One, Robotnik, the coins, and the addictive action. Are you beginning to get the picture? Now replace pot bip bog with a witless wizard, but keep the speedy sprites and rolling horizontal runways, and pepper the playing field with cute Wabbits that transform into letters, fruits and bonus items when you run over them. For good measure, throw in a few lame end-of-level bosses (because that's what games like this have, right!), and Eureka - you have **Wiz 'n' Liz**, or at least a cartridge that's painfully similar.

OK. It's not all bad. There's no denying that this is a colourful looking slice of arcadia. There's a lot of detail in the backdrops and the opening credits are very nicely done. But neat graphics do not a good cart make.

After fifteen minutes of struggling to maintain an interest in this nonsense, I just wanted to plug in the game that clearly inspired it and remind myself exactly how fine and fresh that first Sonic adventure was. Alternatively, I might dig out and dust down Defender. Now that's what you call a game. - SM.

FAST FAX

PUBLISHER	PRICE
PSYGNOSIS	£44.99

GRAPHICS 65
SOUND 60
PLAYABILITY 50

RAVES: Lots of colourful baddies.
GRAVES: Derivative and uninvolving.

OVERALL 61%

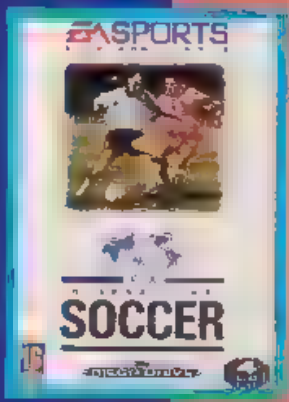
SOCCER MANIA!

FIFA INTERNATIONAL SOCCER

1-4 PLAYERS

ther games are big business right
. STC asked Christopher Jones to
the latest state of play' and get the opinions
f some 'expert' players.

ootball is a game that excites the passions, jangles the
nerves and sometimes causes physical upset. Something tackle that
nflates an opposition player, a flying save
y a 'keeper, stretching every muscle in his
ody, and a net left billowing after a bullet
ead from a top striker. Soccer is Britain's
ational game, from kicking a ball around a
layground to watching a match on TV.
veryone knows a bit about the game of
enty-two players and a leather ball.
In the summer of 1994, the World Cup
inals are held for the first time in the U.S.A.
hese finals promise American-style
azzmatazz and games played inside huge,
oofed arenas, packed with screaming fans.
ongratulations to the Republic of Ireland as
ack Charlton and his team have qualified to
ake part in the soccer festivities. However, home
nternational teams England, Scotland, Wales, and
Northern Ireland all disappointed their fans by failing to
ake a place in soccer's most important competition. All
s not lost, though, because to ease the pain there are
wo new premier soccer games available on the Sega
Mega Drive that deliver an equalising blast of
appiness.
FIFA International Soccer by Electronic Arts and
Sensible Soccer by Sony Imagesoft, have recently
been storming the Mega Drive charts. They enable you
to get stuck into top-class soccer matches, kick balls
around
dribbling
goals, all
from the
comfort of
your own
computer.
It's big
action all
the way
with these
sport sim-
ulations.



Sega's standards with your ball skills.

FIFA International Soccer has also
[illegible] choice
[illegible] Sensible
[illegible] Sega's
[illegible] ball
[illegible] stars. Sensible
[illegible] is a
[illegible] game, as are
[illegible] this was it a
[illegible] market
[illegible] from the
[illegible] Irish
[illegible] Active.

Verdict

PUBLISHER	PRICE

GRAPHICS	95
SOUND	95
PLAYABILITY	90

95%

SENSIBLE SOCCER

1-4 PLAYERS

This game delivers a no-frills, fast and furious dose of soccer action. Its arcade style soccer gameplay is highly addictive, even if its graphics and sound aid no-one's [illegible] Premier League. You look straight down onto the smooth scrolling pitch and can choose to battle it out in cups, leagues or international tournaments.

Sensible Soccer is designed to make passing and dribbling easy. Even a beginner can imitate one of Gazza's famed [illegible]. Its speed is a big plus and in a single game there's hardly time to catch your breath. What it lacks visually [illegible] makes up for in raw energy and fun.

One of this game's best features is that you can create your very own soccer heaven. Leagues can be created, saved on the [illegible] and played over a series of weeks. You can even choose which month competitions start, affecting the weather and which pitch condition you play under. The teams that inhabit these leagues can be your own creations or you can use **Sensible Soccer**'s silly teams to [illegible] up. You might want to pair Liverpool and Barcelona with the [illegible] Cup Favourites XI whose star strikers Sad & Vinegar and Pickle [illegible] regularly find the target. A [illegible] **Sensible Soccer** has [illegible] of options for changing tactics and the usual substitutions [illegible] appeal to those who love a quick and fun kick about.

SUNDAY LEAGUE VIEWS

Sunday league soccer is played by a lot of youngsters who really love the game. [illegible] these young players, scoring [illegible] in a muddy pitch in front of a [illegible] look [illegible] seems to mean as much as if the [illegible]

Giuseppe [illegible]

She went down to Metsaur Park outside London, where a team call[illegible]

Stephen Palazzolo, aged 13 and a [illegible]

"If you haven't got the ball you can't score goals."

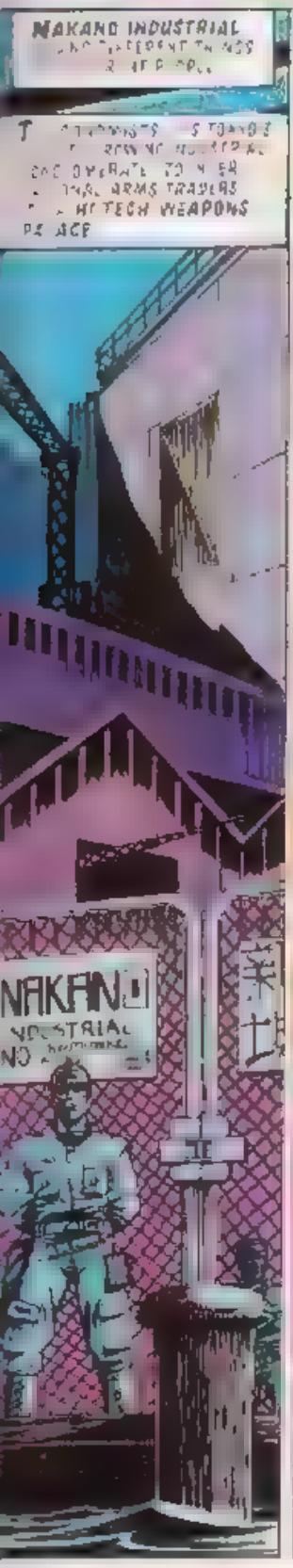
Subbuteo
Accessories

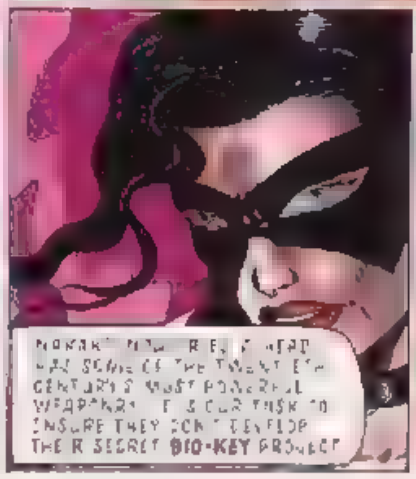
"Puts the game in a different league, Brian."

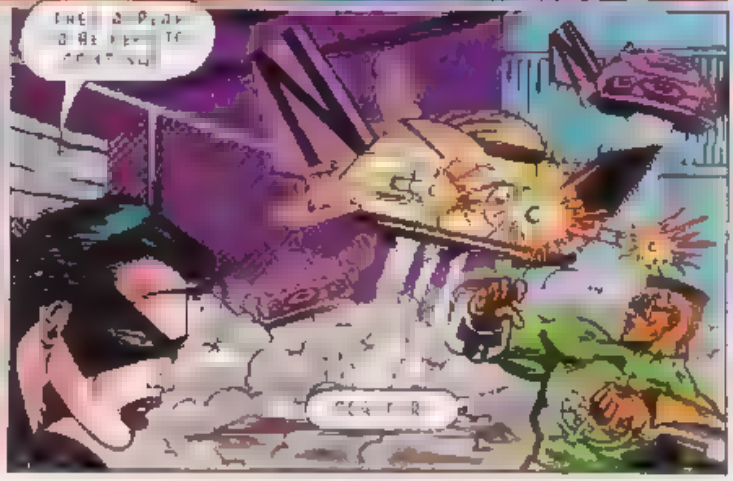
' balls. Around £ ·40.

ETERNAL CHAMPIONS

PART 2



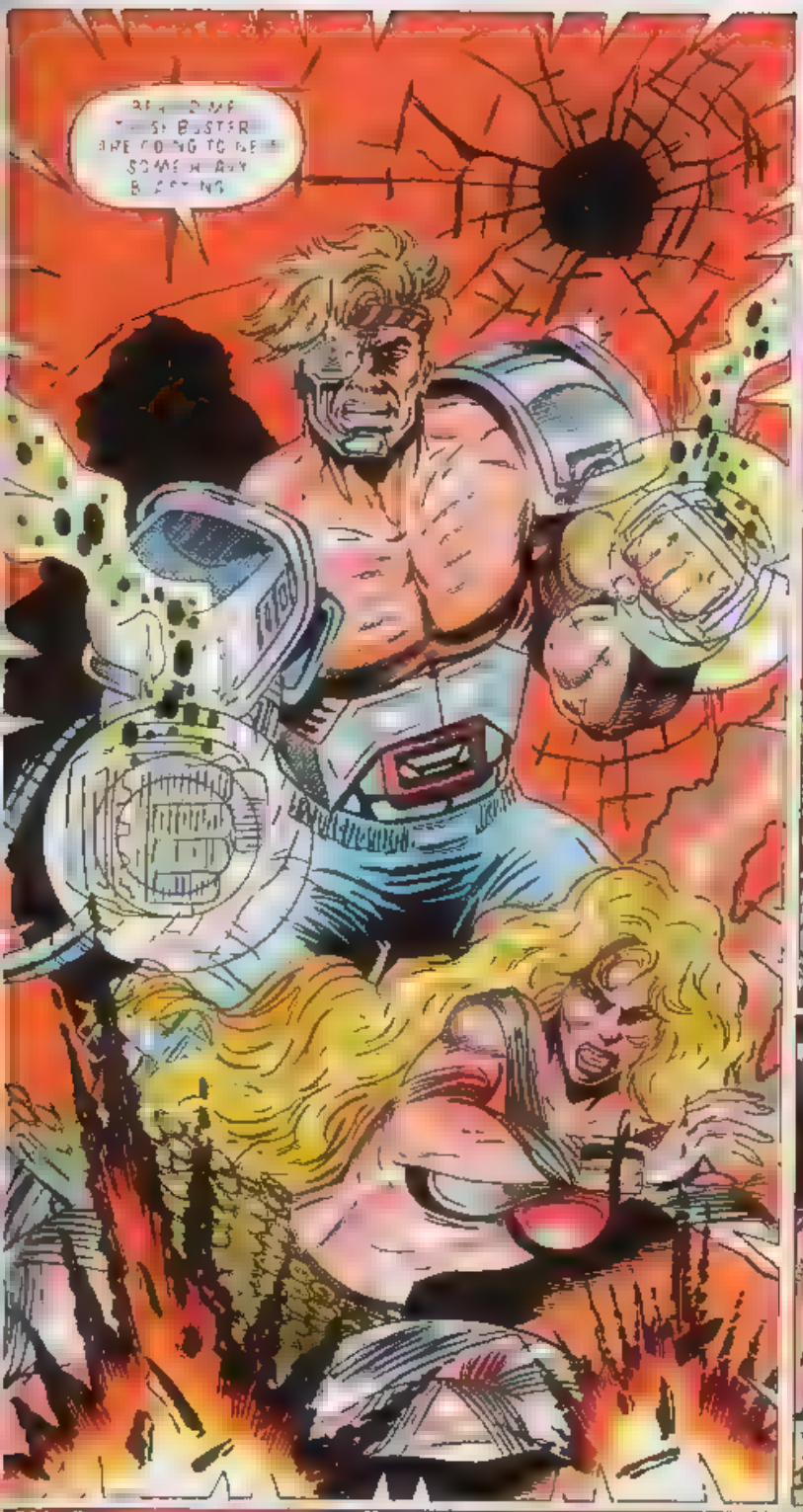


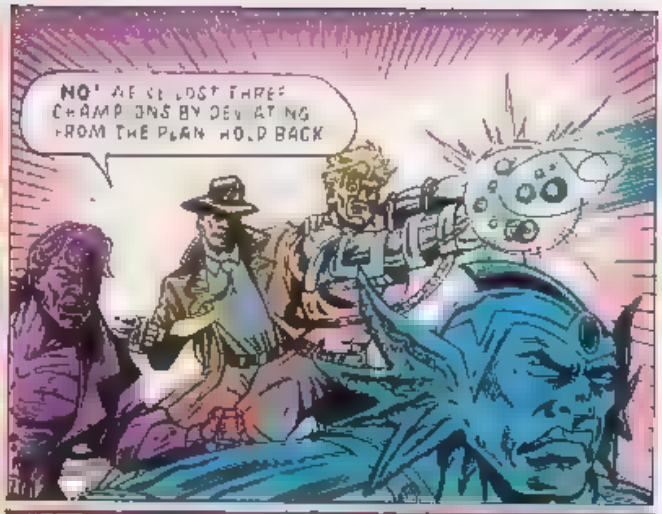


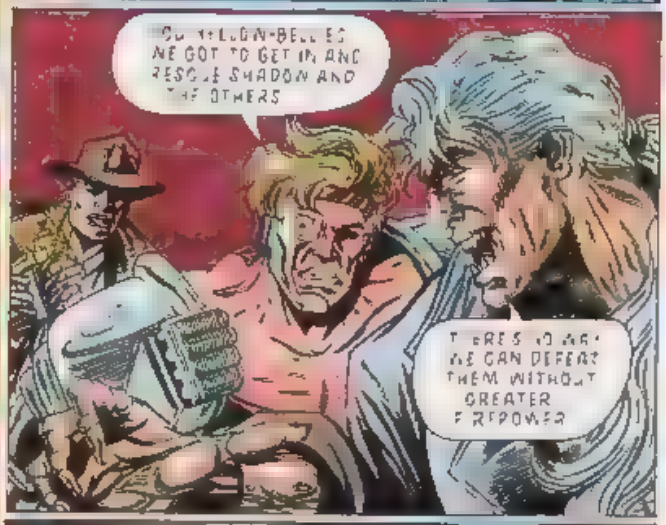
WE MUST DEFEAT THE DEFENCES AND ENTER THE COMPLEX
STRENGTHS
COMRADES IT SEEMS WHAT THEY POSSESS IN SPEED THEY LACK IN STRENGTH
THEIR SPEED MEANS NOTHING TO THE LAST SON OF ATLANTIS
YOUR BOASTS HELP US LITTLE TRIDENT THE FUTURE WILL JUDGE US BY OUR ACTIONS
THE FISH MANS GO NOTHING TO BOAST ABOUT ME AND BLADES BLASTED MOST OF THESE SUCKERS
THEY'RE JUST THE FIRST WAVE LOOK!
TYLER
RELAX BLADE THE BIGGER THEY COME

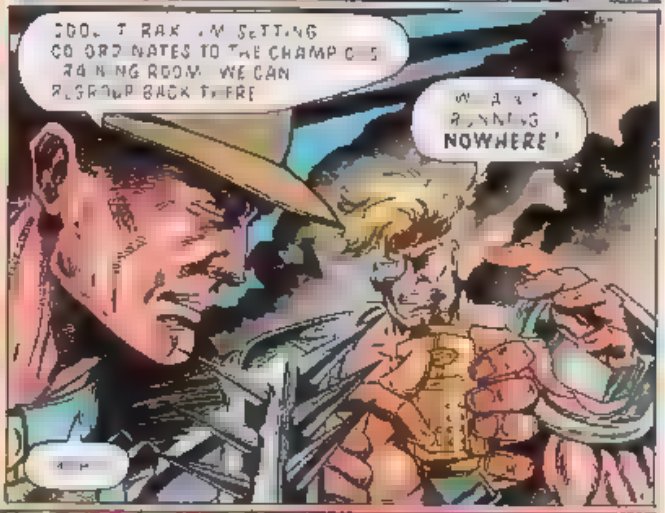
THEY MIGHT BE PACKING RAY GUNS AND ELECTRIC BRAINS, BUT THEY AIN'T A MATCH FOR PREYING MANTIS KUNG FU.
ARRGGHH!
RAH! SLASH SMASH SLASH SMASH!

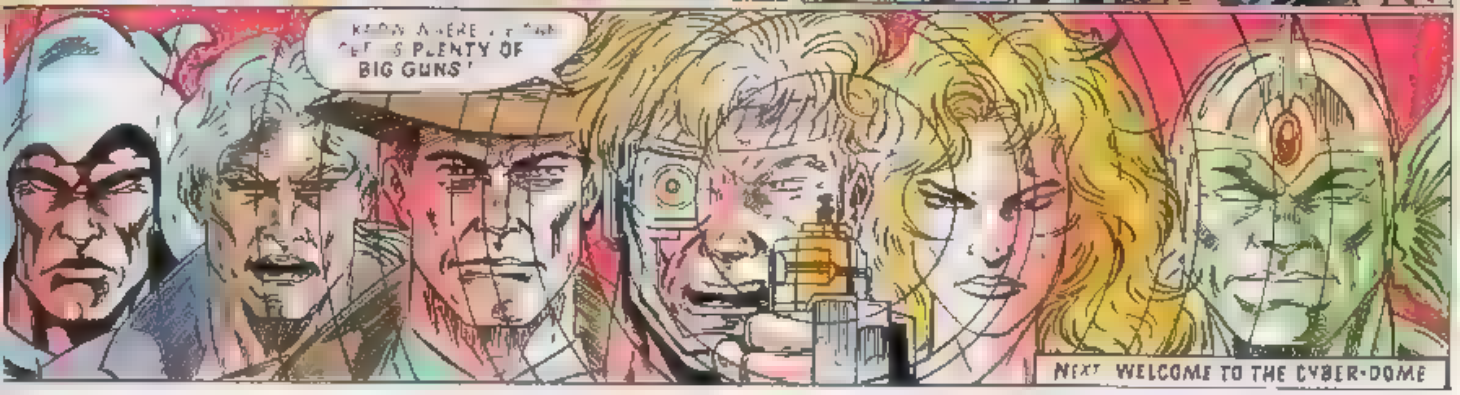
SLASH!
SMAAAGHH!
NO
TOGETHER
AGGH!


BUSTER ARE GOING TO BE SOMEWHAT BUSTED


NO! WE'VE LOST THREE CHAMPIONS BY DEVIATING FROM THE PLAN. HOLD BACK


WE GOT TO GET IN AND RESCUE SHADOW AND THE OTHERS
THERE'S NO WAY WE CAN DEFEAT THEM WITHOUT GREATER FIREPOWER


DON'T RAKE IN SETTING COORDINATES TO THE CHAMPIONS RAINING ROOM. WE CAN REGROUP BACK THERE
WE'RE RUNNING NOWHERE!


THERE'S PLENTY OF BIG GUNS!
NEXT: WELCOME TO THE CYBER-DOME

NEWS Zone

LIVE FROM LAS VEGAS!

Sega shines at the Big Game show

Dateline: Las Vegas, January 1994. This report of the 1994 Winter Consumer Electronics Show comes to you from the gaming capital of the world, where all the latest developments in the world of video gaming were unveiled. STC's own exhibit was there.

Sega put on a big display befitting a company who not only took on the mighty Nintendo, who's in the US market, but is beating them on the 16-bit console front. There were many new arcade titles as well as a number of new Mega CD games, see below, details of while the much anticipated 32-bit console code-named **Saturn** was kept behind the scenes and shown in its recognisable form for a select few. One new console that was revealed to the public was the amazing new **CDX** or **Mini-Mega**, see seperate item in this News Zone.

On the coin-op arcade front, four Sega Virtua Arcade machines were on show, projected in massive projection screens and showing the new **Virtua Formula** game. The ever popular new arcade game **Virtua Fighters** was also there, and was packed out for most of the time!

MEGA CD

Much activity is currently taking place around the Mega CD. The goodies on display included:

Dracula Unleashed, featuring great quality video clips. **Soulstar** from Core Design, a classic 3D shooter. **Jurassic Park**, some good video clips, but it looked quite **Double Switch** (another *Night Trap*-style game, but with much more depth). **Battlecorps** is *Battlezone*-type game, where you control a tank on a 3D landscape, from Core Design, was in early development. **Cliffhanger** from Sony featured film clips, incredible skateboarding sequences, but dull gameplay.

MEGA DRIVE

The Edge is a new modem-type peripheral that will allow two Mega Drives to be connected via the telephone. Players can not only battle each other head to head, but they also have the ability to talk to each other at the same time. It comes from AT&T, the huge US telephone company, and should be available in the States this summer for around $100. At present, there are no plans to release it in Europe. A big incentive in America is that unlike Britain, most local calls are free.

Not surprisingly, one of the most popular areas at the show was the **Sonic The Hedgehog 3** stand. Game players mobbed this stand for a chance to have their first hands-on experience of Sonic's newest adventure. A sight very impressed.

One of the strangest Mega Drive games on display was **Barney the Dino**. Barney is a purple Dinosaur who appears in his very own popular

Saturday morning TV cartoon show in America. The game is straightforward and is pitched at the very young.

Other Mega Drive goodies on show featured: **King of the Monsters 2** from Takara, **Fatal Fury 2**, and **Ace and Ace**. Tecmo had two sports games, **Superbowl** and **Super NBA Basketball**, which looked average.

Sunsoft had a platform game called **Sunset**, **Pinball Dreams** (converted from the Amiga), and a flight simulation racing game. For the fans there was **Lunar Silver Star** from Working Designs, which looked pretty basic, but had plenty of depth and challenge for those long winter nights!

Star Trek: The Next Generation for the Mega Drive looked a pretty average RPG, as did **Shadowrun**. **World Heroes**, from the Neo Geo arcade game, looked OK, but was quite a slow player. **Sonic Wings**, a stunning-looking game, was similar in the genre with Thunderforce, from the C64 and Spectrum era.

Tecmo is cracking on with its Mega Drive line-up for 1994 and was showing **Awesome Baby Dinosaur** (a platform game with almost continuous speech), **Interplanetary Liberals** (interesting characters, but plays like most platform games), and **Schwarzenegger** (a great little shooter). Fans of **Lemmings** then can get the game of the film quite soon. It has some novel touches with 3D rendering backdrops and platform sequences.

Tecmo was working [illegible] the average looking platformer, and PM had two games, Wright and Magic Sword, one of the Beholder.

Telenet is coming out of its "quiet" period with some great-looking products. **Pink Panther** looks just like the cartoon series and is pitched firmly at the younger player, while **Galaxy Force 2**, Telenet's a stunning game with the most incredible digitised speech and music that rates among the best ever heard as a game!

GAME GEAR

There was little to offer in the way of surprises in this category, the only points of interest were **Donald Duck in Deep Duck Trouble** (another great platformer), **Gerstach Golf**, and some U.S. sports games of limited interest to Europe.

And so we end the Winter CES. The whole circus moves onto Chicago in the summer, when even more [illegible] will be revealed. Stay your heads until then.

NEW SEGA 16-BIT PORTABLE

Mega Drive and Mega CD in amazing mini-unit

[illegible] known in America as the Sega Genesis CDX. Over here it will be called the **Sega Multi-Mega**. Whatever you call it, it's the dream new add-on to Sega's console range – a Mega Drive and Mega CD packed into a unit not much bigger than a portable audio CD player.

Stick in a couple of AA batteries and it becomes an audio CD player, giving you music wherever you go. Plug in an AC adaptor, connect it to a TV, plug in a joypad and you've got a console that will play any Mega CD game from its disc compartment, or any Mega Drive game through its built-in cartridge port.

Weighing in at a [illegible] lbs, measuring 7.9" wide, 5.9" deep and 1.8" high, the **Multi-Mega** will come bundled with Sega's 6-button joypad, an AC adaptor and a pair of Mega CD games. The games are likely to be Sonic CD and Ecco CD, although plans have not been finalised as of going to press. Official release date for the UK is planned to be April this year.

Sounds too good to be true? Well, before you rush out and order a **Multi-Mega**, bear in mind that it will cost around £350 and there will initially only be limited quantities available.

That aside, the **Multi-Mega** is an extremely impressive, extremely compact piece of kit. We'll bring you more news as we get it.

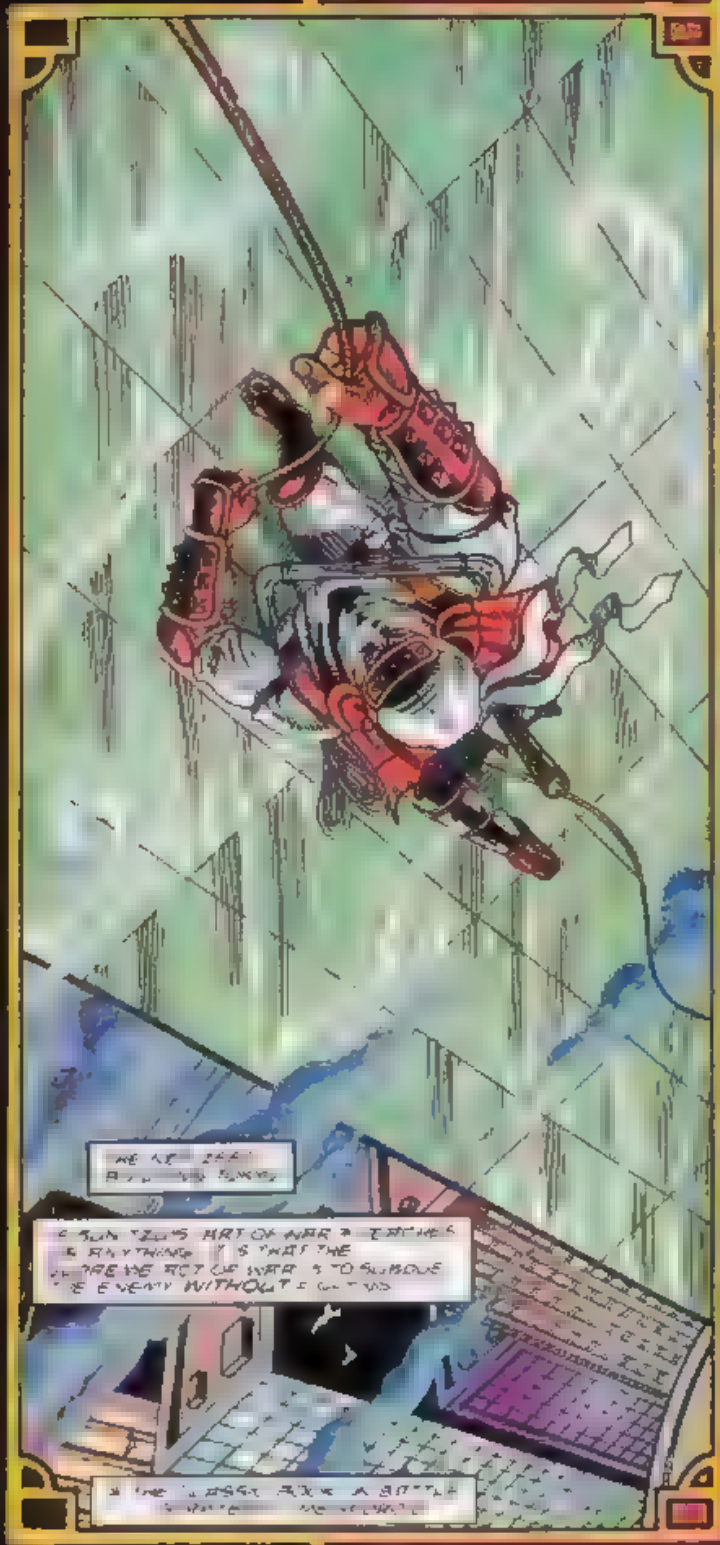
SONY HANGS SLY - TARGETS TEXAS

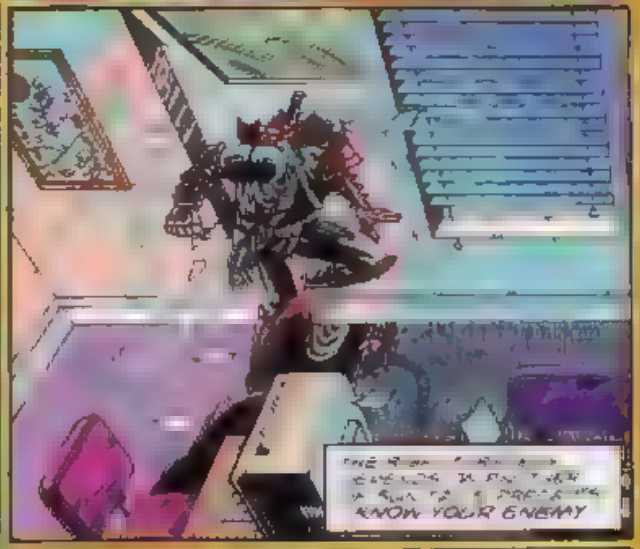
Movies move in on Mega CD

[illegible]

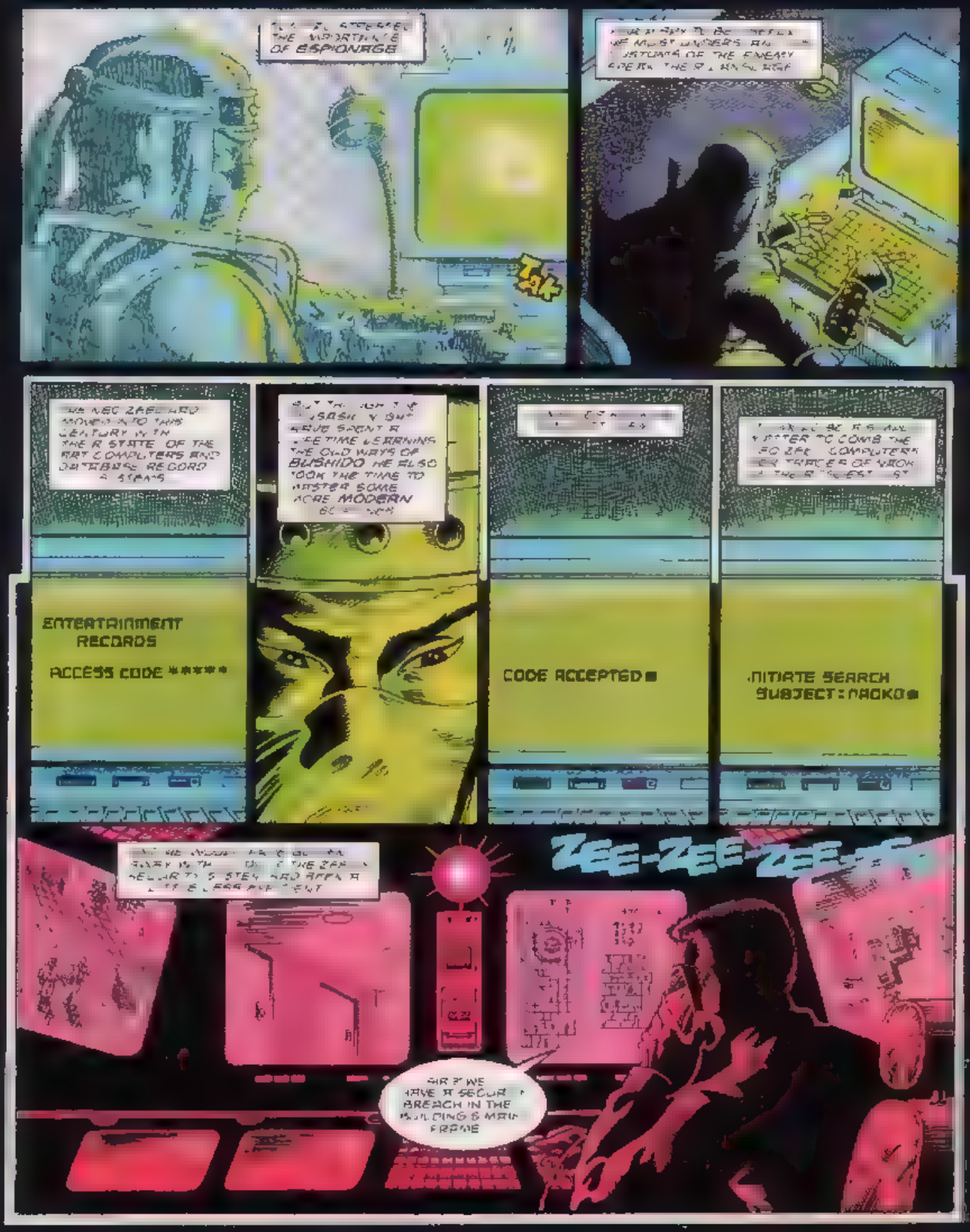
Shinobi

ART OF WAR





Design: Alan McKenzie Art: Jon Hewgill Lettering:


THE IMPORTANCE OF ESPIONAGE
Tak
ENTERTAINMENT RECORDS
ACCESS CODE *****
CODE ACCEPTED
INITIATE SEARCH
SUBJECT: NACKO
ZEE-ZEE-ZEE
SIR ? WE HAVE A SECURITY BREACH IN THE BUILDING'S MAIN FRAME

A NINJA MUST OFTEN WORK IN THE DARK. EYES ALONE ARE NOT ENOUGH. THE MONK MUST TURN HIS WILL TO LEARNING TO SEE WITHOUT EYES
HOW CAN ONE DO THIS SENSEI?
BUT THIS IS
NOW PREPARE TO DEFEND YOURSELF
I I ANNOY SENSEI. NOW ALL I KNOW WHEN YOUR ATTACK WILL COME?
CLEAR YOUR MIND RELAX YOUR STANCE. DO NOT THINK OF CHARGING MY STRIKE
WHEN MY ATTACK COMES YOU WILL REACT FASTER THAN THOUGHT ITSELF

THWAKKK!
GOOD YOUR HARAGEI* IS STRONG WITH MUCH TRAINING IT WILL BECOME STRONGER
*HARAGEI IS NINJA A NATURAL WELL BUILT RADAR - MEGA-DROID
BUT YOU ARE INEXPERIENCED. YOUR HARAGEI WORKED BECAUSE I DID NOT MISDIRECT IT
MISDIRECTION IS THE KEY TO VICTORY
EVEN THE SIMPLEST MISDIRECTION CAN CONFOUND THE MOST ACCUTE OF SENSES - HARAGEI INCLUDED
SEE WHAT I MEAN

ALERTED THE
TERMINAL WAS
BE ONLY A
MATTER OF TIME
BEFORE THEY SENT
SECURITY GUARDS
TO INVESTIGATE
MAYBE NOT EVE
THAT LONG

Q Zone

Aladdin SPECIAL

[illegible] Mega Drive graphics of all time appeared in the blockbuster Aladdin. EPC's game guru, David Gibbon [illegible] and time-sheet set to bring you the complete solution.

LEVEL 1

Make sure you [illegible] to avoid the [illegible]

Walk right but make sure you jump over the hot coals. Stand on the flame's back to kill the enemy. Then continue right. Climb up the rope, jump off and touch the small lamp to kill the baddies. Then go left until you reach a ledge. Hop onto the single platform with the blue genie and hop off to the left. Climb the rope, walk right and fall off the edge of the platform collecting the apples. Walk up the steps. Then continue right to the end. Climb the rope then grab the wooden pole. Continue right to the edge. Hop across the two single platforms and head right. Climb the rope, turn right, fall to the bottom. Then continue right, jump onto the flag poles and land to the right. Walk right to finish.

LEVEL 2

Go left to pick up some apples, then go right. When you come to a dead end, climb onto the skeleton and hop across the palm trees to the left. Grab hold of the vine at the top then turn right. Walk down into the stone cave. Head right, grab your bag hidden at the point. Go up the rope, hop across two palm trees. Continue right until at the end and go left. Jump up the stone platforms to collect the first Scarab, then head right. Run across the sand, then go up right, down and left to collect the next Scarab. Head right to the end, then jump up further stone platforms to collect the final Scarab.

LEVEL 3

Run right, jump up left onto a flag pole and collect the first flute. Fall down, grab hold of the rope and continue right. Once on the ground go left to pick up the second flute. Grab hold of the rope, then turn right to collect the third flute. Fall to the ground and repeat this procedure with each of the three snake charmer's pipes. Continue heading right, then fly up using the rope, then apples at the knife thrower below you, then jump up onto the rope. Climb up, then go left to find the fourth flute. Continue left and down using the wooden pole, then jump up using the flag pole. Continue up, then head right using the washing lines until you meet a small knife-throwing man.

Keep hitting the man with your sword at the end of the right hand side of the screen. When he's dead, walk left, then back to collect the final flute. Turn left, then grab hold of the rope. Head right to meet the sea boss. Stand as shown in the screenshot and each time he throws a barrel, jump up and throw an apple at him. Repeat this to complete the level.

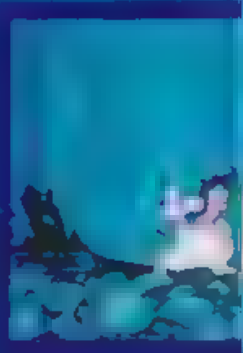
LEVEL 4

[illegible]

LEVEL 5

[illegible]

[illegible]



LEVEL 6

Keep running and jumping right [illegible] time you jump make sure [illegible] go otherwise you may end up [illegible] the lava. At the end of the [illegible] where the [illegible] behind you be sure to [illegible] and on the red lava before you [illegible] jump or you won't make it (see [illegible] screenshot).

LEVEL 7

A great guide for catching up a [illegible] score. Keep watching the [illegible] hands for a guide to where [illegible] you should move up or down. When you see a 2 or two hands appear at the same time always stay at the bottom.

LEVEL 8

Jump onto the genie head and bounce right. Grab hold of the heads, go right to the end, then jump down onto a hand. Jump right onto a moving hand, jump onto another hand, then up onto a gold hand. Go right and stand next to an arrow pointing upwards. You should now be jumping in the air. Climb up the moving hands, then grab hold of the blue heads. Go right and fall onto an orange cushion. Now, jump up and grab into a balloon. Keep jumping from balloon to balloon heading right. When you reach the end, land on a 'rest' cushion. Go right and jump onto the big blue hands. Head down past the letter S, then go right, jumping across the genie heads. Land on a 'rest' cushion and go down, right and onto a moving hand. Jump off two more flicking hands and grab hold of the blue heads. Head right across the hands, then jump up into the blue train. Keep going right across further hands and enter the genie's mouth to finish.

LEVEL 9

Walk left across the flamingos and stones to reach the magic carpet. Use your sword constantly whenever you're on the carpet to get rid of those pesky parrots. Now, go right and climb up the gold rope. When you reach the top, go left and onto the carpet. Head right and once you have landed, get off the carpet. Again, once you're on the ground, jump off across the platforms. Now jump up and grab hold of the top rail. Go right and when you see the monkey's cage, jump up to release him. Continue right, down the rope, left, down the black hole and right to end.

LEVEL 10 JAFAR'S PALACE

Go right, jumping over the fire. Pull down [illegible] swinging ball & chains. Once on the ground, go right for extra energy, then continue left and onto the carpet. Jump off to the right as soon as the carpet heads over a platform. Continue right, then climb down the [illegible] rope. Go up the rope for extra energy. Now continue right [illegible] end.

FINAL GUARDIAN

When Jafar is trying to [illegible] right. As soon as it stops, approach him and throw apples, then immediately retreat. After several hits he will turn into a fire-breathing Cobra snake. Run and jump over the flames while throwing apples at the snake. After several hits you should have completed the game. Go on to Kiss Princess [illegible]

If you [illegible] manage to get through Aladdin, just wait until the [illegible] Q Zone. [illegible] have an excellent cheat. Head-up to [illegible] the game [illegible]

Avoid Jafar's potting power and throw the apples to end his evil ways.

TOP TIPS

Try to use the apples wherever possible to kill the baddies. That way you don't risk being hit.

Buy as many lives as you can at the pedlars stalls. Remember you need five gems for each additional life.

The blue genie tokens offer you a chance on the fruit machine-type game at the end of a level. The more you collect, the more tries you can have.

Always touch the blue vases, so that if you die you can re-start from the same point.

Remember that the blue hearts give you extra energy. There are loads of them lying around the game, so keep a look out.

Watch the [illegible] features as [illegible] the [illegible]

TAILS' AND ERROL'S QUEST TO RESCUE SHIROB, THE MISSING ENCHANTER KING, LOOKS LIKE IT MAY HAVE COME TO AN END

THE PIT BEAST! HE'S COME FOR ME, SAVE YOURSELVES!

YUM! YUM! YUM!

Tails

NO WAY SHIROB! WE'RE NOT LEAVING YOU!

I'VE DONE IT

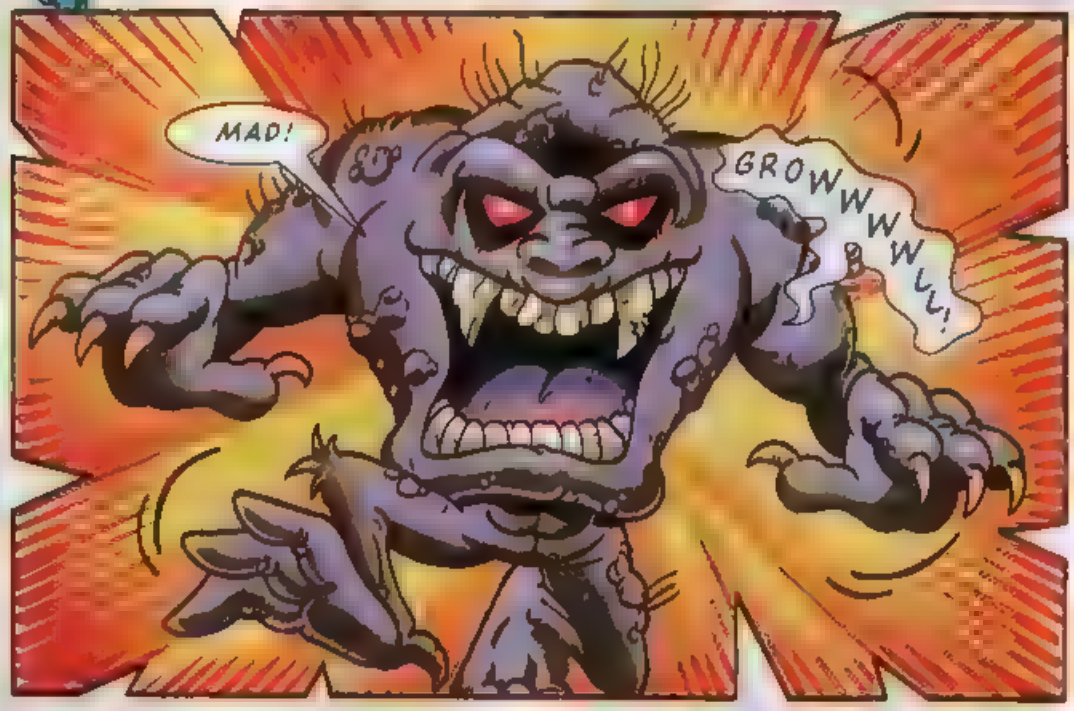
WOTCHA DOIN' THERE? DON'TCHA KNOW I'M S'POSED TO *EAT* HIM?

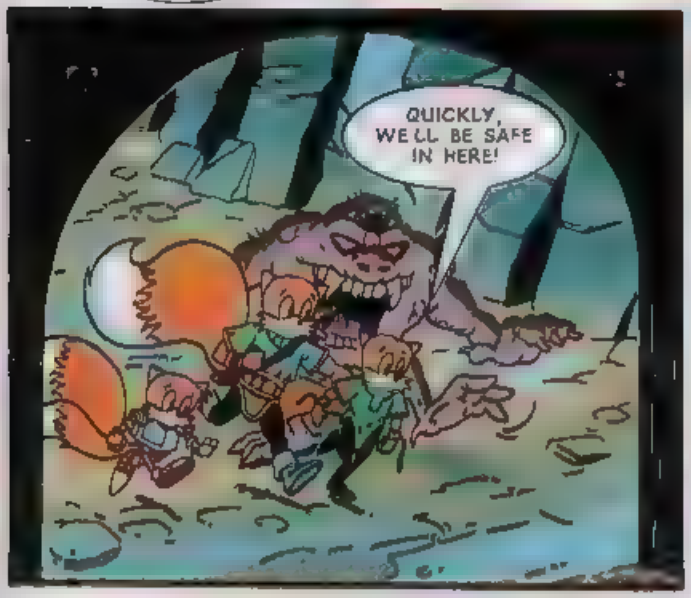
QUICKLY ERROL... I DON'T THINK THE PIT BEAST LIKES US TAKING HIS SUPPER.

I CAN'T FLY AND CARRY *BOTH* OF YOU
WHERE WOULD YOU FLY TO? WE'RE IN A PIT REMEMBER?

WE'LL HAVE TO TRY AND MAKE IT TO THE TUNNEL, *THIS WAY*

THOSE TWO CREEPS JUST TOOK MY DINNER AND THAT MAKES ME


MAD!
GROWWWWWLL!


QUICKLY, WE'LL BE SAFE IN HERE!

LOOK EVEN *I* CAN TELL WE'RE NOT GOING TO MAKE IT! ONE OF US WILL HAVE TO *FIGHT* THE BEAST!
TAILS
NO TIME TO ARGUE, *RUN FOR IT!*

GRAAAAA!!
OH BOY... I WISH SONIC WAS HERE!

YEEE-OWW!
KRUMP!

OW! OW! OW!
I'D BETTER GET OUT OF HERE...

TAILS! YOU MADE IT!
YES, THANKS TO A BIT OF AMAZING LUCK!

FOLLOW ME. I'LL HAVE US OUT OF THESE TUNNELS AND BACK TO THE DIMENSION BRIDGE IN NO TIME.

NEXT : *OUT-FOXED!*

SPEEDLINES

Dash off a letter, draw a quick sketch. In short, sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 26/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize!

Megadroid regrets that drawings cannot be returned or correspondence entered into.

Sonic the Show-off

Dear STC,

I was going to write to complain about someone . . . Sonic! As Sonic is a blue streak of show-off, I was getting sick and tired of seeing him a-l-l the time. I would just like to say that I for one am glad that you did something about Sonic getting all the attention, now that Tails has his own comic strip.

Richard Andrews, Wilnecote, Staffs.
MD owner.
Sonic Water Fun Game Winner.

Phew, I'm glad you were going to write and complain. Just think what might have happened if you actually were bold enough to speak up!

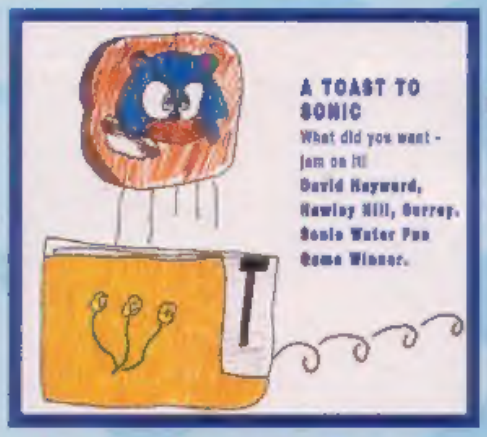
Special Player

Dear STC,

I like your comic and I also loved the *Sonic the Hedgehog 2* game. I played it all the time on my Sega MD. I go to a special school and your comic helps my reading.

Tommy Clifford, Hayes, Middlesex.
MD owner.
Sonic Water Fun Game Winner.

Thanks, Tommy. Hope you have as much fun with **Sonic 3** *- not to mention future issues of STC!*



A TOAST TO SONIC

What did you want - jam on it!

David Hayward, Hawley Hill, Surrey.
Sonic Water Fun Game Winner.

DECLARE DECAP

Unfortunately, we do not have a name and address for this artist here.

Tails 'Terrorist'

Dear STC,

So, you've done something right for once and satisfied the wishes of the silent majority. I'm referring to the **Tails** strip, which my friends and I are very pleased about, but are disappointed that it's only four pages long. Tails deserves a strip the same size (if not bigger), than Sonic's. If that really wasn't possible, at least Tails could've been given an average five pages. If you think that you can keep the country's many Tails fans quiet by giving their favourite character the smallest strip in STC, you've heading for trouble. Unless you increase the pages of the **Tails** strip, I shall personally come to the office and burn it to the ground with my own copy of issue one. Take the hint?

Sarah Rose, Boothstown, Manchester.
MD owner.
Sonic Water Fun Game Winner.

Right on, Sarah. But if you do that you'll also destroy all the new **Tails** *stories we've got coming up! Now what do you really want, more* **Tails** *in STC or a lot of slightly charred humes? Don't think too long about it.*

When Will I Be Famous?

Dear STC,

I'm not one to complain, but I've written in three times and you haven't even printed one of my letters yet. Some people just put: "Is this the shortest letter you've ever had", and you bother to print it, while others put a lot of effort in. So, please could you print this or I'll scream.

David Brown, Surbiton, Surrey. MD owner.
Sonic Water Fun Game Winner.

Nothing personal, David. STC gets hundreds of letters every week, if we printed each one, we'd have no room to print anything else. Now keep quiet, there's a lot a lazy humes trying to sleep round here!

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of magnificious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872267.

NEXT ISSUE...

IT FLIES! IT SPINS! IT'S FREE!

IT'S THE SONIC SUPER SPINNER!

Max out with this mini flying disc. Perform spin attacks worthy of Sonic himself and freak out those Sega-less saddos! It's a cool green flying machine and it's yours - next issue!

PLUS!

SHE'S CUTE, SHE'S PINK, SHE'S TROUBLE!

AMY'S COMING TO SONIC

- NEXT ISSUE!

PLUS!

ETERNAL CHAMPIONS •
SHINOBI •
TAILS •

SONIC THE COMIC

21

ON SALE SATURDAY 5th MARCH

£1.10

MISS IT AND FOREVER REGRET IT!

DATA STRIP

Fill in & send to:
Sonic The Comic,
25/31 Tavistock Place,
London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....
ADDRESS.....
.....
.....
.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....
SCORE/ACHIEVEMENT
.....
.....

SYSTEM:- (please tick)
MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....
.....
would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....
2.....
3.....

HOW DO YOU RATE ISSUE 20 OF STC?

☐ %